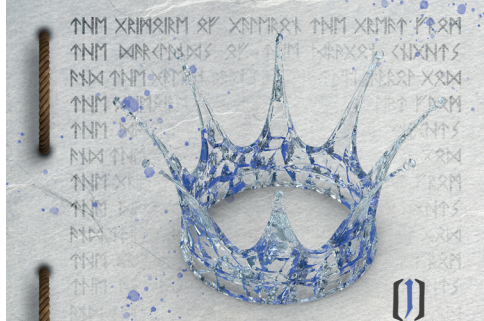


I, Galeron, once of the King's retinue and knighted by the Earl of the Golden Lands, do surrender to the great fiend within my estate's walls. I shall serve her and no other for all eternity. I shall serve her until the crimson waves cover all and the cosmos burns abode with my master's unholy visage. In return, I have been promised the magic of old, and shall study and learn of strange spells in order to further my master's mission. This I swear, in oath and blood.

Lord Galeron



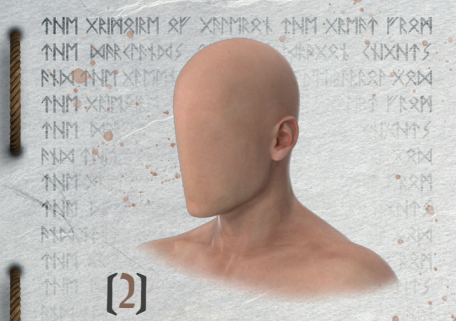
the Queen's Sorrow

Touching a single metal object will transform it into fragile, blue ice...

Effect: Metal Object Touched

Cost: Causes Immense Sorrow

Renew: Bathe under Moonlight



False Countenance

You become faceless, relying only on your hearing to guide you...

Effect: The Caster - 5 Minutes

Cost: Loss of Three Senses

Renew: Three Day's Time



Swift Rot

All food in the area begins to decay, growing mold and attracting flies...

Effect: All Food within 30 feet

Cost: A Foul Stench follows you

Renew: Good Meal & a Hot Bath



Blood Dust

Turns blood to powder. Whoever consumes the Blood Dust must obey the caster in a single task. A cup of the caster's own blood is needed.

Effect: Target who Consumes

Cost: Briefly Weakens Caster

Renew: Drink Unholy Wine



Hidden Lineage

If your line can be traced to any royalty, all common-folk nearby will be magically forced to bow.

Effect: Peasants within 60 feet

Cost: Causes bouts of Vanity

Renew: Sit in a Seat of Power



Winged Helm

A helm sprouts wings and flies to where its caster points... Strap in!

Effect: Single Helm, fly 60 feet

Cost: Become very Lightheaded

Renew: Take a Blow to the Head



Renew: The requirement to replenish the spell in order to be cast again.



Roll Your Eye (7)

You can see through a creature's detached eyeball for a short time...

Effect: Eyeball - 30 Seconds

Cost: Blurry Vision for a Day

Renew: Consume an Eyeball



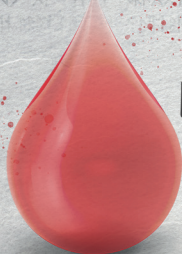
Ethereal Arrow

Loose ethereal arrows from a bow.
Can only hit inanimate objects...

Effect: Inanimate Target

Cost: Great Pain in the Fingers

Renew: N/A - Infinite Spell



Ruby of Blood

A drop of the caster's blood turns into a ruby before it hits the floor...

Effect: Droplet - Indefinitely

Cost: Sacrificial Nightmares

Renew: Sacrifice an Animal



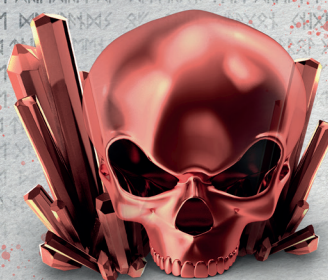
a Round of Slime

All beverages in the area turn into a pungent, thick, green slime...

Effect: Beverages within 30 feet

Cost: Become very Nauseous

Renew: Buy a Beggar a Drink



Crystallisation (11)

A small object crystallises and clings to the surface it rests on...

Effect: Single Object - 4 hours

Cost: Crystalline Fingertips

Renew: Kiss a Natural Crystal



Sing the Note

Written text will be sung aloud in a beautiful, ethereal voice...

Effect: Document/Text - Once

Cost: Voice Lingers in the Mind

Renew: Burn Important letter



Melting Point (9)

All golden items in the area are liquidized, though are not hot...

Effect: All Gold within 30 feet

Cost: Overwhelmed by Greed

Renew: Give up an Item of Value



Invisible Skin (12)

Except for their skeleton, the caster becomes entirely invisible...

Effect: Caster's Skin - 2 hours

Cost: Diseased Skin for a Week

Renew: Seven Day's Time



Materialise Comet

A comet streaks across the sky, leaving a trail of fire and smoke...

Effect: Sky, Create Comet

Cost: Visions of a Dark Crater

Renew: Spot a Shooting Star







Masquerade (16)

A magical mask appears upon your face for the entire evening...

Effect: Caster, a Single Evening
Cost: Allies don't recognise you
Renew: Wash Face in Holy Water



(19) Thorny Bloom

Grow a single rose from your palm. The rose can be plucked, though the thorns cause bleeding...

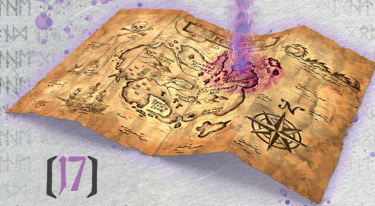
Effect: Caster's Palm
Cost: Pain in Hand, Bleeding
Renew: Gift a Rose to a Lover



Celestial Orb (22)

An orb appears before the caster. It magnetically draws magical items...

Effect: Magical Items - 20 feet
Cost: Visions of a Cosmic God
Renew: Bleed Beneath the Stars



(17) Map Marker

Magical marker shows your company's most desired location...

Effect: A World Map
Cost: Lose Sense of Direction
Renew: Drink a Vial of Ink



Golden Goose (20)

Transform wilderness nest eggs into solid gold for a time...

Effect: Eggs in a Nest - 2 days
Cost: Birds will Attack Caster
Renew: Save a Winged Creature



(23) the Forest Shard

When in deep forest, summon an age old tool to guide the way with light...

Effect: Summon Shard - 1 hour
Cost: Draws Forest Dwellers
Renew: Climb above the Canopy



(18) Behemoth's Brush

Conjure a giant brush that, when used, creates a portal to a town...

Effect: Surface, Single Portal
Cost: A Behemoth Hunts You
Renew: Slay Behemoth's Minion



(21) Faux Fairy

Conjure an illusory fairy who will frantically dart about the area...

Effect: Illusion - 5 minutes
Cost: Uncontrollable Giggles
Renew: Consume Fairy Dust



The Piper (24)

All rats within a mile's radius will be drawn to your location...

Effect: All Rats - 1 mile
Cost: Causes Sickness
Renew: Consume Cat Meat







Root-talk (25)

Targeted small plant becomes sentient and can talk for a time...

Effect: Small Plant - 2 minutes

Cost: Leaves Grow from Skin

Renew: Plant and Water a Seed



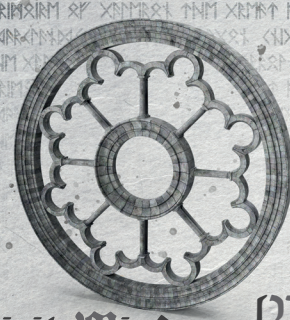
Erasure (26)

Erase all text from a single artefact for an entire day...

Effect: Single Text - 1 day

Cost: Cannot Read for a Day

Renew: Read a Large Tome



Spirit Window (27)

Morph a section of stone wall into a 5 feet, circular, glassless window...

Effect: Stone Wall - 10 minutes

Cost: A Ghost now Haunts You

Renew: Climb up to a Window



Cosmic Horizon (28)

An unreachable, crystal pyramid appears on the distant horizon...

Effect: Horizon - 2 days

Cost: Dark Cosmic Nightmares

Renew: Pray to a Forgotten God



(29)

Aquamarines

Cupping a handful of seawater and casting this spell will turn the water into temporary aquamarine gems...

Effect: Saltwater - 1 day

Cost: Extreme Thirst

Renew: Eat a Tablespoon of Salt



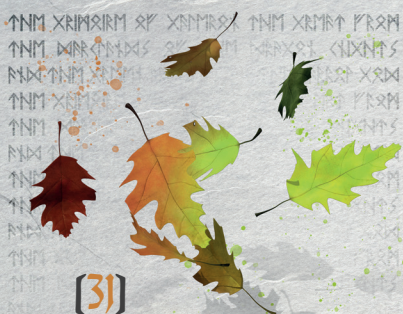
Wax Light (30)

All unlit candlewicks within the area spark and are set aflame...

Effect: Candles - 30 feet

Cost: 50% Chance Hair Ignites

Renew: Rest Beside Open Fire



(31)

Seasons Change

Choose a season, and the world will alter for a five mile radius...

Effect: Landscape - 5 miles

Cost: Visions of Always Winter

Renew: Meditate atop a Peak



Corpse Talk (32)

A corpse will repeat the last sentence it uttered in life...

Effect: Corpse - Once

Cost: Smell like Death for a Day

Renew: Bury a Deceased Ally



Cause Terrible Rust (33)

All metal within reach becomes terribly rusted and brittle...

Effect: Metal - 5 feet

Cost: Caster's Metal Effected

Renew: Find Rusty Loot







Wither & Wilt [34]

Plant-life within the area, except taller trees, withers and dies...

Effect: Plant-life - 30 feet

Cost: Nature Spirits Angered

Renew: Sleep in a Forest Grove



[37] Osseous Warmth

A skeleton, bone or skull begins to emanate warmth and a red glow...

Effect: Bone - 30 minutes

Cost: Symbol Burns onto Hand

Renew: Dance on Hot Coals



[40] Knock, Knock!

All doors within the area are magically knocked upon...

Effect: Doors - 30 feet

Cost: Hear Knocking at Night

Renew: Enter a Door of Bone



Tent Terrors [35]

All those in nearby tents witness visions of shadowed terrors...

Effect: Tent Dwellers - 60 feet

Cost: You Lose Your Shadow

Renew: Kill an Unholy Enemy



[38] Enchant Compass

The compass will now only work when held by the caster...

Effect: Compass - Indefinitely

Cost: Obsession with the Ocean

Renew: N/A - Infinite Spell



[41] Arcane Hatch

All eggs within the area will successfully hatch...

Effect: Eggs - 30 feet

Cost: Attracts Winged Beasts

Renew: Eat 30 Eggs Over Time



[36] Map of the Wind

Change the direction of the wind. The wind's strength is not affected...

Effect: Wind Direction - 1 day

Cost: Lose Voice for one hour

Renew: Build and Fly a Kite



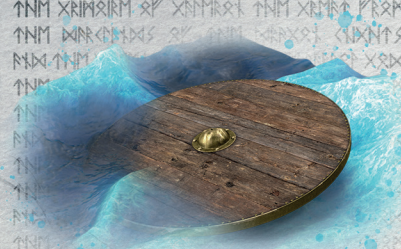
[39] Planar Frog

Summon a small planar frog who will hop along and follow you...

Effect: Frog - Until Squished

Cost: You get the Croaks

Renew: Bathe in a Lily Pond



[42] Shield Float

A single shield will float and be unable to pass beneath water...

Effect: Shield Touched

Cost: Shields Become Heavier

Renew: Split a Shield in Combat





[43]

Conjure Cube

Conjure and maneuver a heavy stone 5ft cube into place...

Effect: Cube lasts Indefinitely

Cost: Feel Extremely Weak

Renew: Carve a Small Stone Idol



[44]

Cauldron Content

Change the contents of a cauldron or pot to any liquid of your choice...

Effect: Liquid within Cauldron

Cost: You Sweat Profusely

Renew: Kill a Witch



[45]

a Fool's Treasure

Create an illusory pile of loot and treasure directly behind yourself...

Effect: Illusion - 10 minutes

Cost: Coin Purse Disappears

Renew: Sleep on a Bed of Gold



[46]

Serpent Snowball

Bind an arcane serpent to a ball of ice or snow. It will never melt...

Effect: Ice/ Snow - Reversible

Cost: Crave Colder Climates

Renew: Reverse Spell with Page



[47]

Landlubber Coral

A four foot growth of poisonous coral sprouts from the ground...

Effect: Create Coral - 1 hour

Cost: Saltwater Rain Falls

Renew: Be at Sea for Five Days



[48]

the Clockwork Key

A mechanical key appears in your hand. It can open any door...

Effect: Unlock Door - Once

Cost: Awakens a Steam Sentinel

Renew: Fix a Broken Machine



[49]

Protection Aura

A solid magical aura will encase a small or medium sized object...

Effect: Object - 1 day

Cost: Your Skin Turns Green

Renew: Four Day's Time



[50]

Ghostly Shackles

A ball and chain will appear on your ankle. It is extremely heavy...

Effect: Caster's Ankle - 1 hour

Cost: Hear Haunting Wails

Renew: Enter a Haunted Place

Lore:

Galeron was once a mere Knight, driven from his estate by dark forces. When he could not reclaim his home with brute force, he bartered with the evil, gaining magical powers in return for his service. This tome is a collection of his studies and strange spell findings. After Galerons death, his squire tore the pages out and cast them into the easterly winds...

